

MAB WORKSHEETS AND GAMES TO 10 000



Gameplay:

- Players take turns revealing one card at a time from their shuffled stack of number cards.
- When a card is revealed, players place it on the appropriate place value chart and build a multi-digit number based on the rule announced by the teacher.
- At the end of each round, the player with the highest number gets a point.
- At the end of the game, the player with the smallest even number wins.
- At the end of the game, the player whose number is closest to 1500 wins.

rules. Keep the pace lively and students engaged.

the trading game

hundreds

tens

ones

MAB BINGO TO 10000 - worksheets

worksheets to practice your number facts to 10 000. Show your working...share answers with the group

NO TRADING

THE TRADING GAME

Roll and Record

To 9999

Roll a ten-sided dice 4 times and record the numbers



Build or draw the number using MAB blocks

Write the number in words



Record the number on the number expander

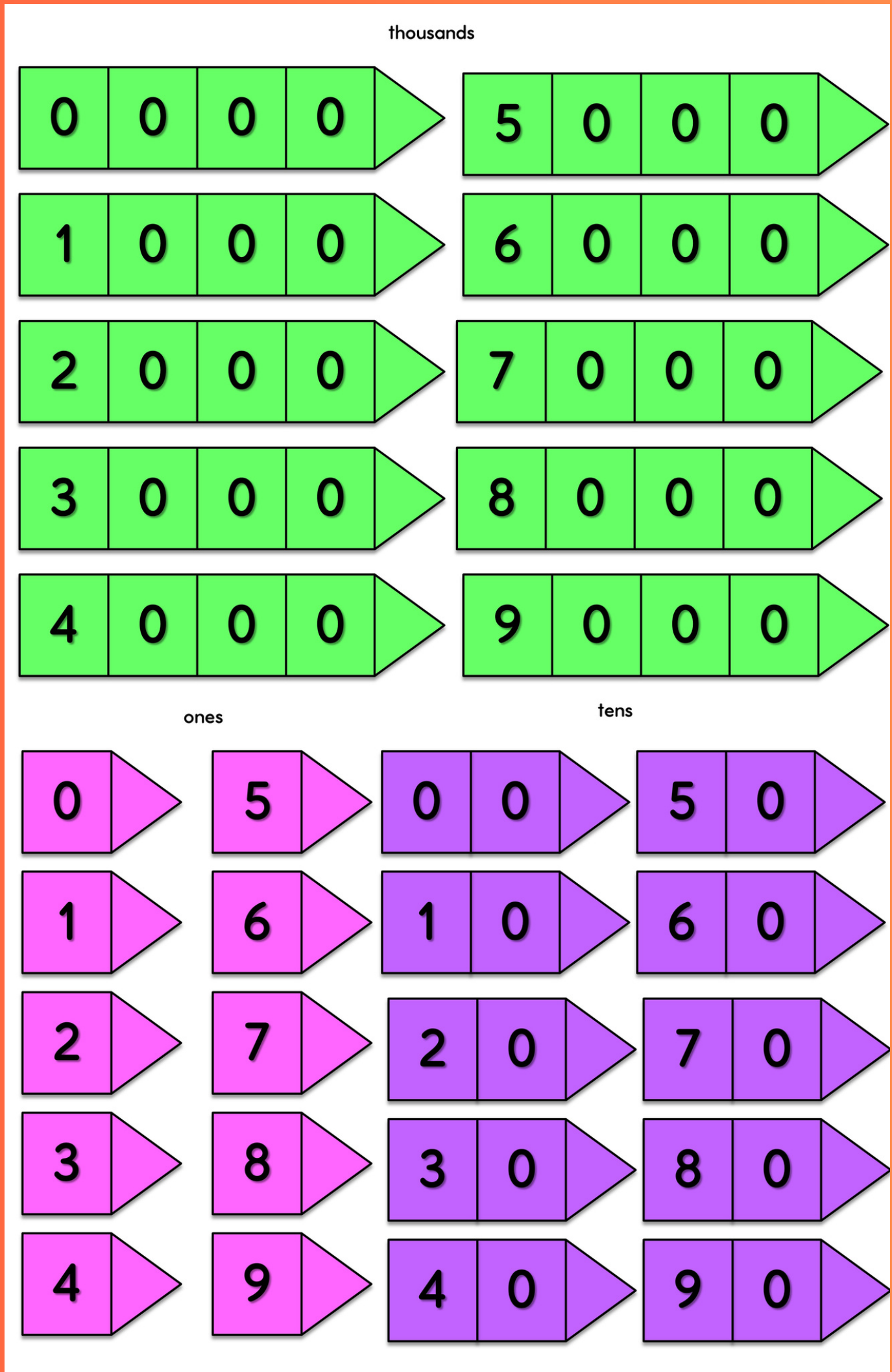
thousands

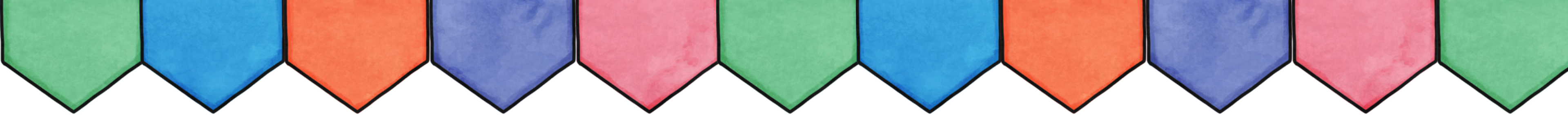
hundreds

tens

ones

Problem	Number Story
6.	Sarah has 4,789 stickers, and her friend gives her 789 more. How many stickers does Sarah have now?
7.	A bakery has 2,567 cupcakes, and they bake an additional 1,234 cupcakes for a special event. How many cupcakes do they have in total?
8.	There are 4,321 students in a school, and they need to be divided into 5 classrooms equally. How many students will be in each classroom?
9.	In a store, there are 4,500 candy bars on the shelf. If 1,234 candy bars are sold, how many candy bars are left on the shelf?
10.	A farmer has 3,456 apples, and he picks an additional 1,789 apples from his orchard. How many apples does the farmer have in total?





Are you a teacher searching for an all-in-one solution to supercharge your students' understanding of place value, trading, and mathematical problem-solving up to 10000? Look no further! Our comprehensive worksheet pack is tailor-made to address the needs of educators like you, providing a dynamic toolkit to enhance mathematical learning.

What's Inside:

- Dice Games: Engage your students in exciting dice games designed to reinforce MAB (Materials-Base Ten) concepts. Watch their enthusiasm for math soar as they roll their way to numerical mastery.
- Card Games: Inject a dose of fun into your math lessons with interactive card games that make learning place value and trading a breeze. These games foster both collaboration and friendly competition among your students.

MAB WORKSHEETS AND GAMES TO 5000



Question	How did I get there? Draw your ideas, use MAB blocks.	Answer
4021 + 4021 =		
2213 + 5006 =		
3729 + 5020 =		
3130 + 6434 =		

set 1 – NO trading

QUESTION
3241 + 6001 =
1435 + 1240 =
3104 + 1090 =
2231 + 2434 =
1234 + 4321 =
5003 + 2974 =
6721 + 2000 =
2145 + 2434 =
4021 + 4021 =
2213 + 5006 =
3729 + 5020 =
3130 + 6434 =
4322 + 3330 =
6651 + 2021 =
1432 + 5423 =
3142 + 5234 =

ANSWER

...a library, there were 4,507 books, and they added 5,948 more books to the collection.
How many books are there in the library now?

4.

A factory produced 2,987 toys, and another factory produced 7,215 toys.
How many toys were produced in total?

5.

During a charity event, they collected 9,654 cans of food in the morning and 8,362 cans in the afternoon.
How many cans of food did they collect in total?

set 1 – NO trading

Question	How did I get there? Draw your ideas, use MAB blocks.	Answer
3241 + 1001 =		
1435 + 1240 =		
3104 + 1090 =		
2231 + 2434 =		

QUESTION
3241 + 1001 =
1435 + 1240 =
3104 + 1090 =
2231 + 2434 =
1234 + 4321 =
5003 + 2974 =
6721 + 2000 =
2145 + 2434 =
4021 + 4021 =
2213 + 5006 =
3729 + 5020 =
3130 + 6434 =
4322 + 3330 =
6651 + 2021 =
1432 + 5423 =
3142 + 5234 =

ANSWER

Question	How did I get there? Draw your ideas, use MAB blocks.	Answer
1234 + 2321 =		
1003 + 2974 =		
1721 + 2000 =		
2145 + 2434 =		

thousands	hundreds	tens	ones

0	1	2	3	4
5	6	7	8	9

A cartoon illustration of a young girl with brown skin and dark hair in a braid, wearing a yellow helmet, a purple long-sleeved shirt, green pants, and pink shoes. She is riding a purple bicycle with red fenders and wheels. A pink backpack is on her back. The background is yellow with a vertical orange stripe on the left and a trail of white bubbles behind the bike.

Question	How did I get there? Draw your ideas, use MAB blocks.	Answer
$3241 + 1001 =$		
$1435 + 1240 =$		
$3104 + 1090 =$		
$2231 + 2434 =$		



A cartoon illustration of a calculator, a pencil, and a question card. The question card is tilted and contains the text: QUESTION, $3281 + 1001 =$, $1435 + 1240 =$, and $3104 +$.

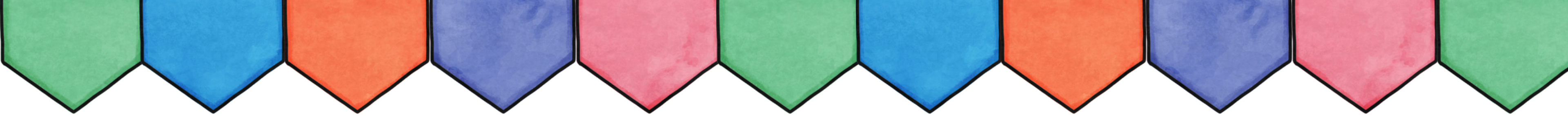
31 + 2434 =



ANSWER

QUESTION	ANSWER
3241 + 1001 =	
1432 + 1240 =	
304 + 1090 =	
2231 + 2434 =	
1234 + 3241 =	
1001 + 2004 =	
121 + 2000 =	
2145 + 2434 =	
2001 + 2001 =	
2210 + 2006 =	
1729 + 2020 =	
1100 + 2434 =	
3102 + 330 =	
1452 + 2221 =	
1432 + 432 =	
3142 + 204 =	

Question	How did I get there? Draw your ideas, use MAB blocks.	Answer
$1234 + 2321 =$		
$1003 + 2974 =$		
$1721 + 2000 =$		
$2145 + 2434 =$		



- Trading Games: Turn trading into an educational adventure! These trading games help students grasp the art of regrouping and trading with ease. They'll tackle real-life scenarios while mastering this crucial math skill.
- Worksheets: From basic exercises to complex problem-solving, our worksheets cater to all learning levels. Each worksheet is thoughtfully designed to provide progressive challenges that align with your curriculum.
- Teaching Notes: teaching notes are included to guide educators through activities. You'll have a wealth of tips, strategies, and insights at your fingertips to ensure seamless integration into your lessons.

MAB WORKSHEETS AND GAMES TO 10 000



Worksheet 1:

Question	How did I get there? Draw your ideas, use MAB blocks.	Answer
$1234 + 4321 =$		
$5003 + 2974 =$		
$6721 + 2000 =$		
$2145 + 2434 =$		

Worksheet 2:

QUESTION	ANSWER
$3241 + 6001 =$	
$1435 + 1240 =$	
$3104 + 1090 =$	
$2231 + 2434 =$	
$1234 + 4321 =$	
$5003 + 2974 =$	
$6721 + 2000 =$	
$2145 + 2434 =$	
$4021 + 4021 =$	
$2213 + 5000 =$	

MAB BINGO TO 10000 - worksheets

Worksheets to practice your number facts to 10 000. Show your working...share your answers with the group

Trading and no trading

THOUSANDS

HUNDREDS

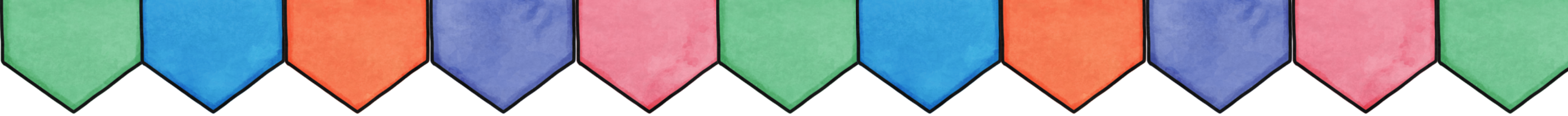
TENS

ONES

Place Cards Here

Front of cards



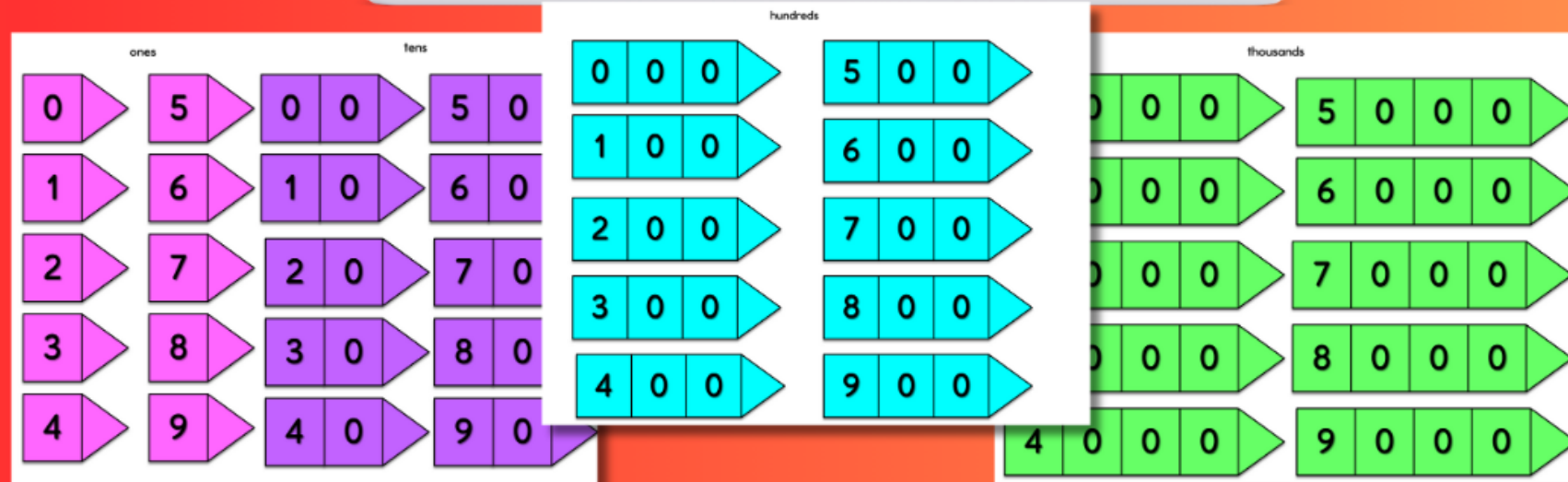
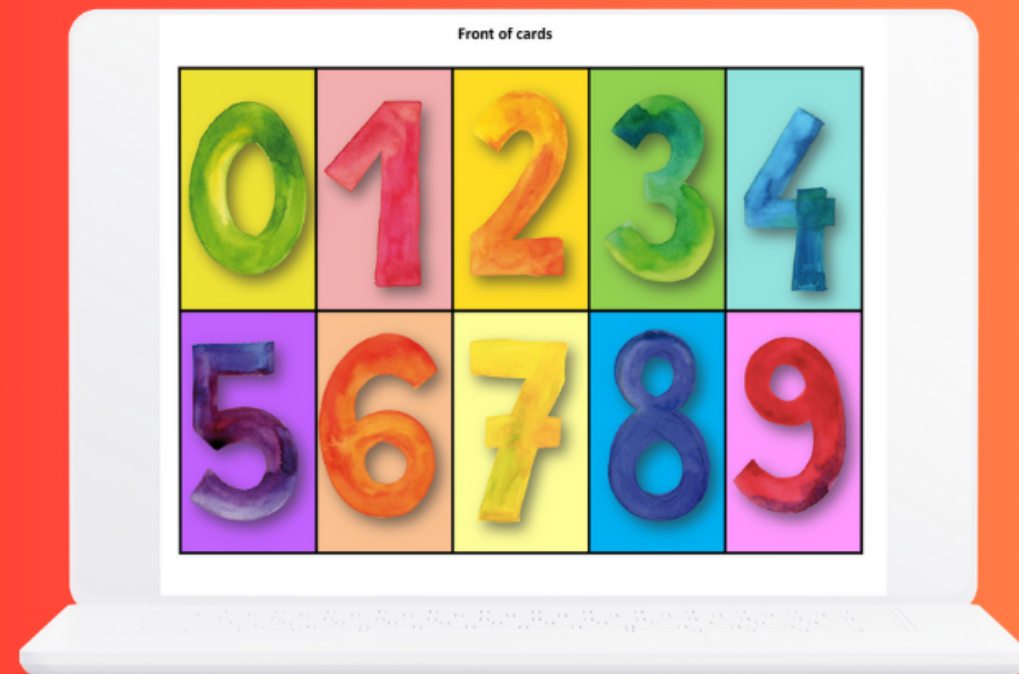


- Real Number Problems up to 10 000: Say goodbye to math anxiety! These real-world number problems empower students to apply their knowledge in practical situations, reinforcing their grasp of mathematical concepts.

Why Choose This Resource? –Comprehensive Set

- Perfect Complement: This pack seamlessly complements the MAB BINGO games available in our store, offering an expansive and well-rounded math toolkit.
- Engaging and Effective: Watch your students actively participate and thrive in the world of numbers, thanks to our engaging games and practical problem-solving exercises.

MAB WORKSHEETS AND GAMES TO 5000



Think: Present a real-life scenario where adding without trading is useful, such as adding the scores of a sports team over several matches. Ask students to calculate the total score of the team.

Pair: Have students pair up and share their calculated totals. Discuss whether they used similar strategies and why this method is practical.

Share: Invite a few pairs to share their calculated totals and the rationale behind their approach. Discuss the efficiency of various methods.

Think: Provide a word problem that involves adding numbers up to 10 000 without trading, such as "There are 3671 apples and 4220 oranges. How many fruits are there in total?"

Pair: Have students pair up and discuss how they would approach and solve the word problem. Encourage them to use drawings or diagrams if helpful.

Share: Ask a few pairs to share their solutions with the class, emphasizing both the final answer and the steps they took to arrive at it.

These Think-Pair-Share activities are designed to engage students in meaningful discussions and problem-solving while reinforcing their skills in adding numbers without trading.

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Think: Display an addition problem on the board (e.g., $4678 + 1321$). Ask students to think silently about how they would solve it without trading.

Pair: Have students pair up and share their thoughts on how to tackle the problem. They can discuss their strategies and any difficulties they anticipate.

Share: Randomly select a few pairs to present their strategies to the class. Encourage a discussion on which method is the most efficient.

Think: Provide a worksheet with several addition problems ranging from two-digit to three-digit numbers (e.g., $2562 + 4430$, $3398 + 1500$, $7230 + 1660$). Ask students to solve as many as they can in a set time.

Pair: Have students pair up and compare their answers and strategies. They can also help each other if one student is stuck on a particular problem.

Share: Open the floor for students to share any challenging problems they encountered and how they overcame them. Discuss common strategies that were effective.

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the trading game

The game can be played until a player accumulates a certain number of counters (e.g., first to ten counters) or for a set amount of time. You can also determine the winner by having the highest score at the end of the playing time.

Variations:

- To make the game more challenging for older students, you can introduce rules that involve multiple cards (e.g., finding the sum or difference of two cards to match the rule).
- You can add a strategic element by allowing players to trade cards with each other before revealing them to better match the current rule.

Educational Benefits:

- Reinforces understanding of place value and number relationships.
- Encourages critical thinking and decision-making based on the given rule.
- Promotes math fluency and mental math skills.
- Enhances competitiveness and engagement among students while having fun with numbers.

the trading game

Instructions

Game Title: *Higher, Lower, or Closest with Number Cards*

Objective: To improve students' understanding of place value and number relationships by playing a fun and engaging card game.

Materials Needed:

Number cards 0-9 for each player.

- Place value mats, customized according to the students' ability.
- Counters (e.g., small coins or tokens) for scoring.
- A teacher or designated moderator to determine the rules for each round.

Setup:

Each player receives a set of number cards (0-9). Place value mats are provided to the students based on their current understanding of place value. These mats can include units, tens, hundreds, and so on, depending on the level of the students.

the trading game

Gameplay:

- Players take turns revealing one card at a time from their shuffled stack of number cards.
- After each card is revealed, players place it on the appropriate place value mat to build a multi-digit number based on the rule announced by the teacher.
- Players use counters to keep score for each round. For example:
- If the rule is "highest number," the player with the highest number gets a point.
- If the rule is "smallest even number," the player with the smallest even number gets a point.
- If the rule is "number nearest to 1500," the player whose number is closest to 1500 gets a point.
- Continue playing rounds with different rules. Keep the pace lively and introduce new rules quickly to keep students engaged.

the trading game

The teacher (or designated moderator) starts the game by determining the rule for the current round. The rule could be based on various criteria, such as:

The highest number
The smallest number
The smallest odd number
The smallest even number
The greatest even number
The number nearest to a specific target (e.g., 150, 576, etc.)
Players shuffle their number cards and place them face down in front of them.

The game begins, and the teacher announces the rule for the round.

Players take turns revealing one card at a time from their shuffled stack of number cards.

After each card is revealed, players place it on the appropriate place value mat to build a multi-digit number based on the rule announced by the teacher.

